

ON-LINE SYSTEMS

PRESENTS

HI-RES FOOTBALL

By Jay Sullivan & Ken Williams

Hi-Res Football is the only real-time action football available for your computer! In this simulation you are both coach and quarterback as you call the plays and control the action. All passing, tackling, punting, etc., is shown as it happens in full Hi-Res graphics.

- Play against a friend or against the computer.
- An unparalleled game of strategy and skill.
- Easy paddle-controlled play selection and player movement.
- Continuously running clock, realistic sound effects.
- Complete instruction book to explain plays, help develop strategy.
- Offensive and defensive play cards to aid with play selection.
- Fast-smooth machine language animation of players and the ball.

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HI-RES FOOTBALL

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48 K Apple II or II Plus
\$89.95



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I. INTRODUCTION

Thank you for purchasing HI-RES FOOTBALL. Many months of development effort have gone into producing this game, which we feel to be the finest football game available today.

HI-RES FOOTBALL is a real-time action game requiring a combination of skill and strategy. You and your opponent call the plays and control the movement of the offensive and defensive teams during the course of play. While each play is in progress the Quarterback can decide to either run or pass, and the defense must react quickly. You can play against either a human opponent or the computer. GOOD LUCK. . .

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II. STARTING THE GAME

HI-RES FOOTBALL will run on any Apple II computer with 48K of RAM. Just boot the diskette to start the game.

After an initial display, you will be asked to enter the number of players, names of the teams, and the length of each quarter. Following this the football field will appear and the game will begin.

III. THE PLAYING FIELD & THE SCOREBOARD

Only forty yards of the one-hundred yard playing field are displayed at any one time. The vertical yard lines and yard-line numbers (at 10-yard intervals) identify the portion of the field you are looking at. During play the location of the line of scrimmage is marked at the side of the field. The entire playing field is surrounded by a green border.

Below the field is a scoreboard which describes the current status of the game—team names and score, line of scrimmage, down, yards to go for a first down, quarter, time remaining, and who has the ball. The top line of the scoreboard is used for displaying play names during play selection and for indicating the results of each play.

IV. SELECTING A PLAY

While the teams are in a huddle the two players choose their offensive and defensive plays. Play names appear on the first line of the scoreboard just below the field of play. Team 1 plays are shown on the left, Team 2 plays are on the right.

You can display any of the available plays by turning your paddle knob to the left or right—Paddle 0 for Team 1 and Paddle 1 for Team 2. Select a play by pressing the paddle button while the desired play name appears on the screen. After you've selected a play you can change your mind and make another pick, but you'd better be fast. Once both players have selected plays there is a two-second wait. If no further play selection occurs, the teams break the huddle and line up.

It's a good idea to display several plays even though you only choose one. This way you're opponent won't be able to guess what you've picked.

There are two special plays—Extra Point try and Free Kick following a Safety—which are run automatically with no paddle control. The ball is kicked as soon as it is received by the Quarterback.

V. PLAY OF THE GAME

OFFENSE

The ball carrier (either the Quarterback or the Receiver) is under control of the offensive team's paddle. The direction in which the player moves is determined by the degree of rotation of the paddle knob. For example, if the offensive team is moving from the left to the right of the screen, rotating the paddle fully counter-clockwise will cause the ball carrier to move downward. Rotating the paddle clockwise will alter the ball carrier's direction depending on the setting of the paddle. Paddle settings for plays moving right to left on the screen are a mirror image of the left-to-right settings.

You may pass the ball from anywhere behind the line of scrimmage by pressing the paddle button. After the snap of the ball, there is a short delay before the paddle button is "activated." Note that on any of the passing (or kicking) plays the Quarterback has the option of running. Similarly a pass may be thrown on any of the running plays. After a pass has been completed, you gain control of the Receiver. (Be sure your paddle knob is set to move the Receiver in the desired direction.)

On kicking plays (Punt or Field Goal attempt) pressing the paddle button initiates a kick. You control the direction of the kick in roughly the same way as for running (except that the ball will always move toward your opponents end zone.) Be sure your paddle knob is set appropriately **before** you press the paddle button.

The offensive players not controlled by your paddle are under computer control. Each player moves in a prescribed direction according to the play that you selected. Once these players have run their prescribed pattern, they begin moving in the same direction as the ball carrier. Thus you can use linemen as down-field blockers once you've crossed the line of scrimmage or maneuver the Receiver as the Quarterback scrambles in the backfield.

There are no kickoffs. At the start of each half and following any touchdown or field goal the offense receives the ball on its own 20-yard line—first down and ten yards to go.

If you have chosen to play against the computer, you

will find yourself always on offense. Whenever you would have given up the ball in a two-person game (foiled fourth-down conversion, interception, touchdown, etc.), the computer graciously allows you to keep possession, starting back on your own 20-yard line with first down and ten yards to go. The computer, however, plays on a mean defense and should be excellent preparation for playing against a human opponent. Ranking is as follows: 10 or fewer points—high school player; 11-20 points—college; 21-26 points—semi-pro; 27 and above—definitely NFL material.

DEFENSE

The defensive team's paddle controls the motion of the Free Safety. The Free Safety is always the linebacker in the upper-most part of the screen. All other defensive players have a set pattern of motion determined by the defensive play selected. Once these patterns are completed, however, these computer-controlled players move in the general direction of the ball.

Defensive players are deadly accurate in their tackling. Any contact between a defensive player and the ball carrier results in a tackle.

The Free Safety, however, is the only defensive player permitted to block or intercept a pass. Any contact of the ball by the Free Safety results in a blocked pass. To intercept a pass the Free Safety must be positioned **immediately** in front of the Receiver.

There are no returns of punts or interceptions. The ball is downed at the point where its motion is stopped.

VI. PLAYS AND STRATEGY

There are 11 offensive plays and 9 defensive plays. Each play determines the line up and initial motion or "pattern" for each of the computer-controlled players. (Six of the seven players on each team are computer controlled.)

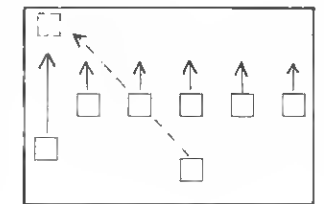
Some of the play names use the terms **left** and **right**. On your screen **left** is always toward the top of the screen and **right** toward the bottom—regardless of which direction the offense or defense is "facing."

OFFENSIVE PLAYS

The offense consists of 4 pass plays, 5 running plays, and 2 types of kicks. All plays use the same basic formation so that the defense has no advance warning of what's coming.

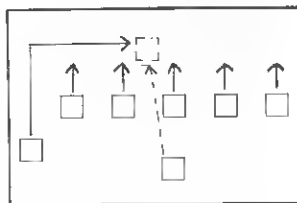
BOMB

This is a long pass in which the Receiver runs flat out down the side line. A big play if you connect, but don't over use it.



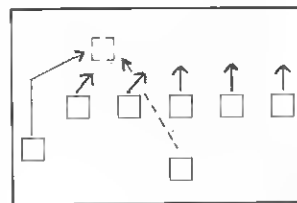
DOWN AND IN

In this pass play the Receiver cuts sharply toward the middle of the field. A good play against a Free Safety who "loos back."



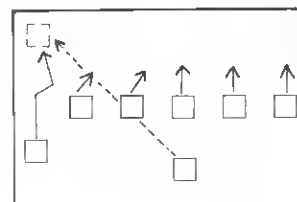
SLANT IN

Like the Down-and-In pass, but here the Receiver cuts diagonally toward the middle of the field. Notice the difference in blocking assignments also (in case the Quarter-back decides to run.)



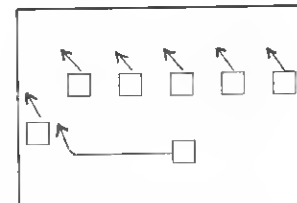
IN AND OUT

In this pass play the Receiver fakes a cut to the middle and then heads outside.



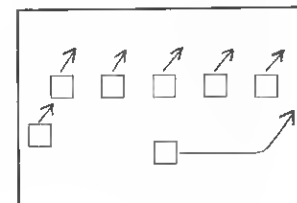
END RUN (L)

A "student-body left" running play in which the entire team heads to the left side of the field.



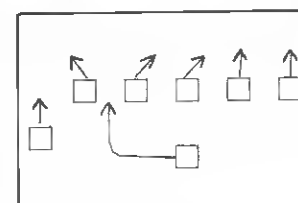
END RUN (R)

Same as the previous play except to the right side. Excellent against a defense that over-shifts to the left.



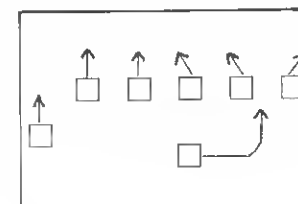
OFF TACKLE (L)

This is a power play over Left Tackle. Works best against a Split-Left defense. Don't hesitate, and don't forget to use your blocking.



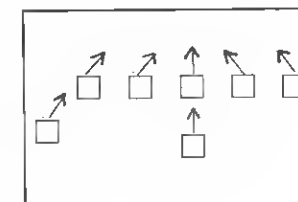
OFF TACKLE (R)

Same as the previous play, except to the right side.



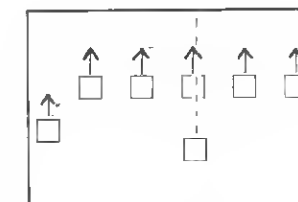
UP THE MIDDLE

Run straight at the defense and pick your opening.



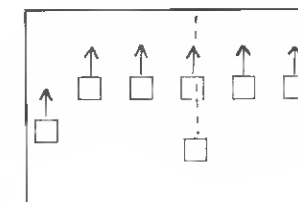
PUNT

Kick distance typically ranges from 40 to 60 yards, unless you kick it out of bounds.



FIELD GOAL

The closer in you are, the better your chances.



OFFENSIVE STRATEGY

As in real football, the best offensive strategy is a good mix of plays. Don't be predictable. The more possibilities the defense has to worry about, the better your chances. A strong running attack will often set up the defense for a big gain on a pass play.

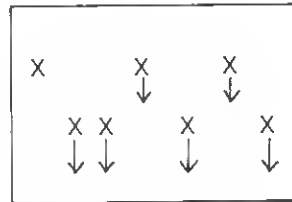
When running, use your blocking initially then head for daylight through a hole in the defensive secondary. Alternatively, you can lay back, draw the defense to one side, then reverse your field and out-run the on-rushing defenders.

DEFENSE

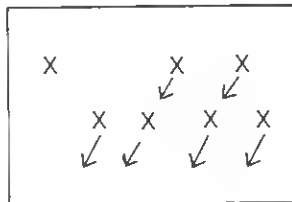
There are four basic defensive alignments out of which the defenders may rush in two or three different directions. This makes it difficult for the offense to anticipate what's coming just by looking at the defensive line up.

SPLIT LEFT

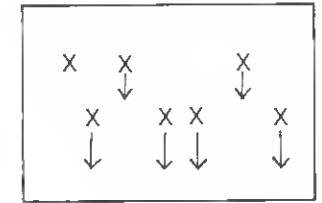
The standard pass defense.

**SPLIT LEFT (L)**

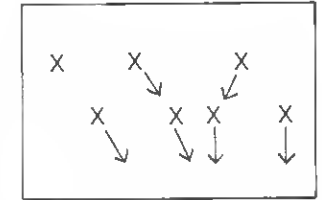
Same formation as the previous play but provides greater left side strength.

**STRONG LEFT**

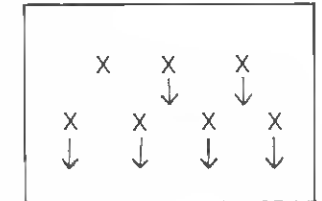
The defense is strongly weighted to the left.

**STRONG LEFT (R)**

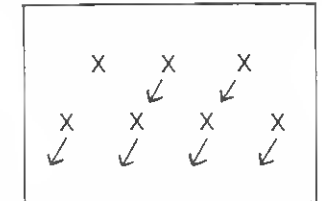
An offense which attempts to go up the middle on this "over-shifted" defense will be very surprised.

**STRONG MIDDLE**

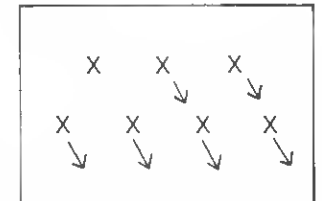
A solid defense against the run.

**STRONG MIDDLE (L)**

Same formation as previous play but anticipates a run to the left.

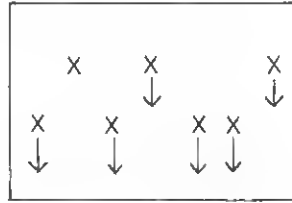
**STRONG MIDDLE (R)**

Same as previous play but defenders rush to the right instead.

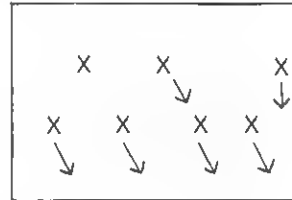


SPLIT RIGHT

Stops on End Run to the right side cold.

**SPLIT RIGHT (R)**

Will stop just about any running play to the right side.

**DEFENSIVE STRATEGY**

The defense has to defend against both the pass and the run. The best strategy for the Free Safety is to guard against the pass while at the same time keeping an eye on the ball carrier. You can play behind the Receiver which will permit completion of a pass but prevent a long gain. Or you can play in front of the Receiver trying for an interception and risking a big gain if you miss the ball.

The most aggressive approach is to charge the Quarterback while at the same time keeping between the Quarterback and the Receiver. This can stop a running play cold, but you risk being badly burned if the Quarterback can manage to complete a pass.

IF YOUR DISK SHOULD EVER FAIL

If your disk fails within 90 days of purchase return it to the dealer from whom you bought it or send it to ON-LINE SYSTEMS for free replacement. After this time send it to us with five dollars (\$5.00). We try to return all disks the same day they arrive. GOOD LUCK!

ADDITIONAL INFORMATION NOT IN YOUR INSTRUCTION BOOKLET

At the beginning of the game you will be asked to select a skill level—intermediate or advanced. The advanced level uses faster animation and as a result looks better in block and white than in color, although you may play either version in color if you choose.

HI-RES FOOTBALL has a real-time clock which runs continuously throughout the game. However, if play selection lasts longer than thirty seconds the clock will stop until both players have made their selections. This prevents one player from "stalling," and also permits players to temporarily suspend the game whenever they choose.

At the end of the fourth quarter, **HI-RES FOOTBALL** WILL DISPLAY THE MESSAGE "END OF GAME." At this point you may begin a new game by pressing any key. You may terminate the game at any time by pressing **RESET**. If you have an Apple with the Autostart Ram, **HI-RES FOOTBALL** will automatically restart.

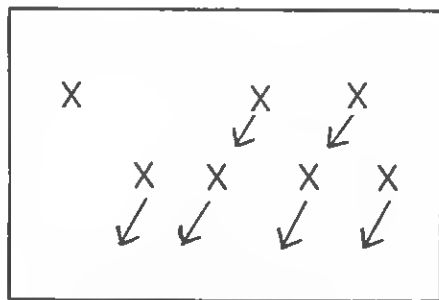
HINT ON PLAY SELECTION: **HI-RES FOOTBALL** has been designed so that your opponent can't normally tell what play you have selected. If you happen to have a squeaky paddle, you might try holding the paddle button down continuously during play selection and releasing it to choose a play. With a little practice this approach is very effective.

CORRECTIONS TO YOUR PLAYCARDS:

- **OFF TACKLE** should be **OFF TACKLE (L)**.
- On the **END RUN (R)** and **UP THE MIDDLE** offensive plays, the receiver moves straight up the field and does not slant toward the middle.
- Linemen are evenly spaced in all defensive alignments despite appearances to the contrary on the playcard.

HI-RES FOOTBALL

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by Jay Sullivan and Ken Williams



```

graph TD
    A(( )) --- B(( ))
    A --- C(( ))
    A --- D(( ))
    B --- E(( ))
    B --- F(( ))
    C --- G(( ))
    D --- H(( ))
    E --- I(( ))
    E --- J(( ))
    F --- K(( ))
    H --- L(( ))
  
```

A diagram illustrating the inheritance of the dominant allele (X) from both parents to the offspring. The parents are represented by 'X' and 'X' with downward arrows. The offspring are represented by 'X' and 'X' with downward arrows.

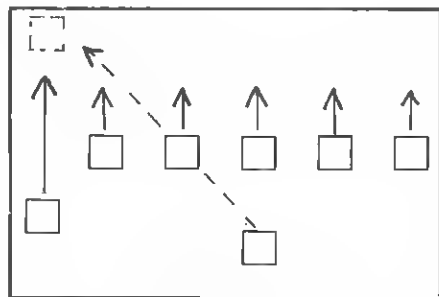
The diagram consists of two rectangular boxes separated by a vertical line. The left box contains five 'X' marks. One 'X' is at the top left, one at the top right, and three are arranged in a diagonal line from the middle left to the bottom right. Arrows point from each of these three diagonal 'X's towards the right box. The right box contains four 'X' marks. One is at the top right, and three are arranged in a diagonal line from the middle left to the bottom right, mirroring the pattern in the left box. Arrows point from each of these three diagonal 'X's towards the left box.

STRONG MIDDLE (R)

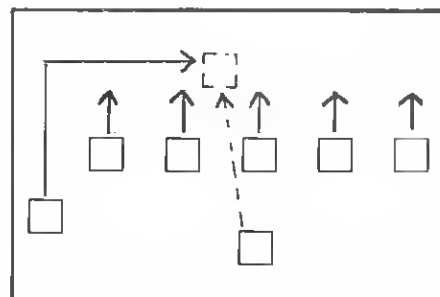
OFFENSIVE PLAYS

HI-RES FOOTBALL

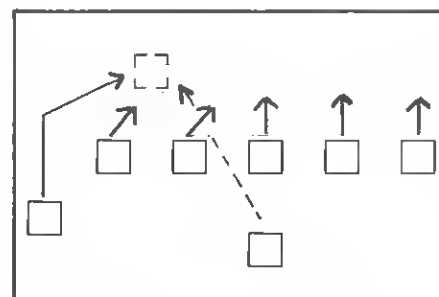
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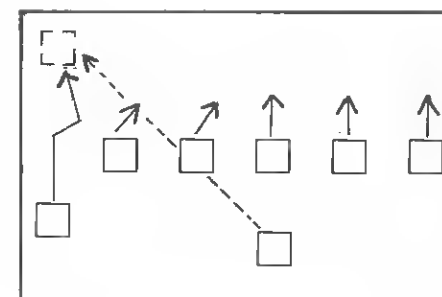
BOMB



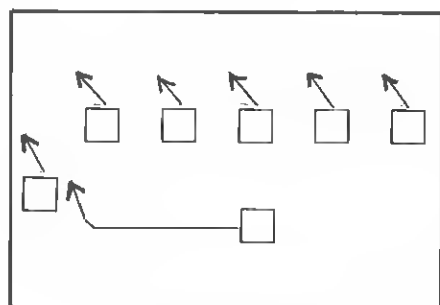
DOWN and IN



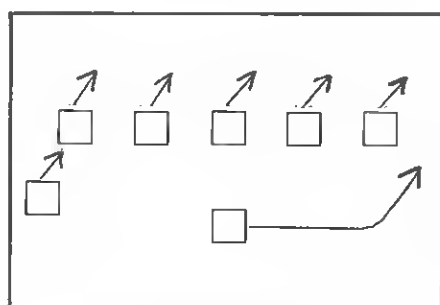
SLANT IN



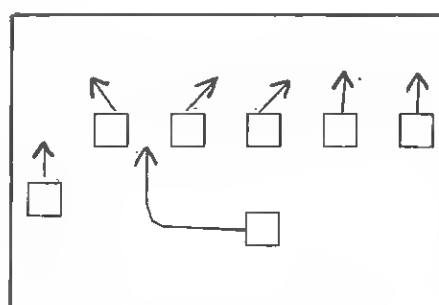
IN and OUT



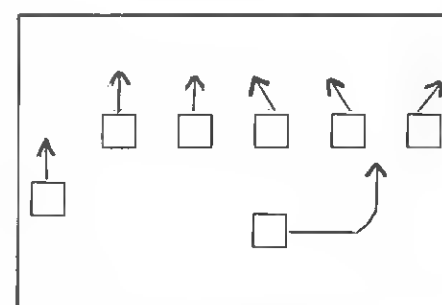
END RUN (L)



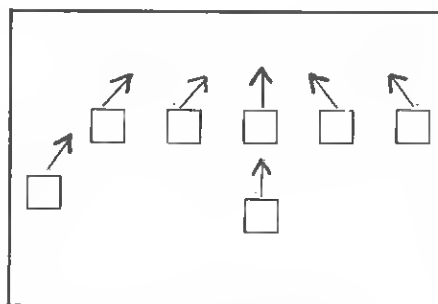
END RUN (R)



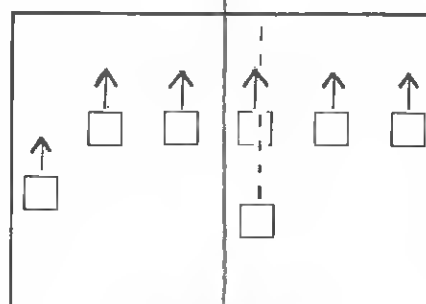
OFF TACKLE



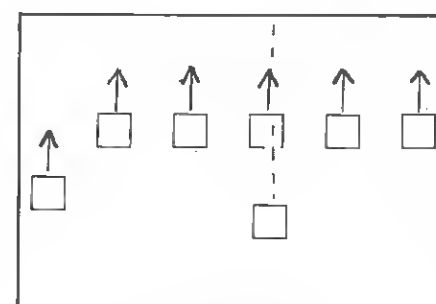
OFF TACKLE (R)



UP THE MIDDLE



PUNT



FIELD GOAL